



triple take road show

fine arts

The Destination

Where This Challenge Will Take You!

Everyone has a story to tell. Rock bands, salespeople, authors and politicians all tailor their Traveling Road Shows to different audiences. Now it's your turn to hit the road, go on tour and tell your tale. Who's coming to your show? Laughing hyenas, menacing ogres, stuffy diplomats? You decide!

So, on with the show... again and again!

Points of Interest!

Your Team Will:

- Use different Storytelling Methods to tell the same story to three team-chosen Pretend Audiences
- Portray the Travel Methods used to move your Traveling Road Show between different Pretend Audiences
- Integrate a team-created Technical Spectacle into one presentation to a Pretend Audience

**This
Challenge
can be solved
on many levels,
with solutions
ranging from very
simple to very
complex.**

In order to successfully solve this Challenge, teams must read and follow:

Team Challenge

- A. The *Central Challenge* (240 points)
- B. *Side Trips* (60 points)
- C. Presentation Site
- D. Reward Points

Rules of the Road

Published Clarifications

(online at www.IDODI.org)

The information in these materials is binding for all teams.

Team Managers are strongly encouraged to read and use:

- ☐ *Team Manager Guide*
- ☐ *Instant Challenge Practice Set*
- ☐ *TravelGuide for Teams* (available online after Jan 1, 2011)

Educational Focus

Playwriting, Theatrical Presentation, Storytelling, Storytelling Relevance, Special Effects, Innovation and Design Process, Construction, Teamwork

Time Limit

The team must complete the Presentation (including setup) in eight minutes or less.

Team Budget:

The total value of the materials used may not exceed \$125US.

Roadmap for Success

This Challenge can be solved on many levels, ranging from the simple to the complex.

We recognize that there are different ways to be creative. This Challenge is designed to engage all types of creativity—including off-the-wall, outlandish thinking, analytical thinking, and everything in between. Please approach this Challenge in the true spirit of Destination ImagiNation: try foremost to solve the Challenge. If you find the intent or any of the details of the Challenge unclear, we encourage you to ask for a Clarification. (See the *Rules of the Road*.) Remember—if it doesn't say you can't, then you can. However, if it says you "must" perform specific requirements, then those requirements have to be met.

Team Number

Teams and individuals using these Program Materials must hold 2010-11 Team Numbers. The Destination ImagiNation Team Number is a license to compete in sanctioned Tournaments and/or to use the Program Materials for educational purposes within your team, school, group or organization. Online access to Program Materials for teams who have purchased Team Numbers is available at www.IDODI.org.

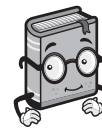
- ☐ My 2010-11 Team Number is: ____ - ____
- ☐ My team is planning to compete in a sanctioned Tournament.
- ☐ I have registered for that Tournament with the:
 - ☐ Regional or
 - ☐ Affiliate Director

A. THE CENTRAL CHALLENGE (240 POINTS)

1. **The Intent of the Challenge:** The Intent of the Challenge is for the team to use different Storytelling Methods to adapt a Story to fit three different Pretend Audiences. The team must portray two different Travel Methods that are used to move between Pretend Audiences. A team-created Technical Spectacle will add special effects to the Traveling Road Show for one of the Pretend Audiences.

Traveling Road Shows must be flexible because they never know what they will find at a new location. Sometimes even simple things, such as electrical outlets, are not available. **NO AC ELECTRICAL POWER IS ALLOWED IN THIS CHALLENGE.** Battery power is the only electrical power that is acceptable. (See *Rules of the Road*, Safety Guidelines and Restrictions, Use of Batteries, for more information on use of batteries.)

2. **The Story: Traveling Road Shows** visit many places to do such things as entertain, teach, sell or share stories. See the Special Definition at right. To present a successful show, it is important to learn about the audience. This knowledge can then be used to change the way the Story is presented. In this Challenge, the team will explore the best ways to relate to different audiences.
 - a. During the eight-minute Presentation, the team will present the same general Story to *three different Pretend Audiences*. See the Special Definition at right. The Story can be team created or adapted. There are no restrictions on the characters or setting of the Story.
 - i. There are no limits on the types of Pretend Audiences. The Pretend Audiences can be from any time or place, real or imagined.
 - ii. The team is not required to physically portray the Pretend Audiences during its eight-minute Presentation. The team must list and describe its Pretend Audiences on its *Tournament Data Form*. The three Pretend Audiences will be announced by an Appraiser before the eight-minute Presentation begins.
 - iii. The Appraisers and any spectators at the Tournament Site will watch all three presentations of the Story, but they are not necessarily any one of the targeted Pretend Audiences. (See *Rules of the Road*, Rules of Interference for *Team Challenges*, #13 which addresses the issue of audience Interference.)
 - b. Every audience likes good Storytelling that is easy to follow and understand. This means the main points of a story are clearly communicated each time the story is told. The team will earn points for Clear and Effective Storytelling.
 - c. Different audiences enjoy or understand different **Storytelling Methods**. See the Special Definition at right. Teams will use different Storytelling Methods to present the Story to each Pretend Audience. The team will earn points for the Creativity of the Storytelling Methods used for each Pretend Audience.



Special Definition

Traveling Road Show: Any form of entertainment, education or marketing that moves from place to place to perform for limited periods of time.

Pretend Audience: A team-chosen group of spectators for which one of the three Traveling Road Shows is intended.



Special Definition

Storytelling Methods: Theatrical techniques and delivery styles used to present stories to specific audiences.



Special Definitions

Technical Methods: Technical Methods refers to the use of principles in fields such as chemistry, computer science, hydraulics, mathematics, mechanical engineering, physics or structural engineering. Other technical fields are also acceptable.

3. **Travel Depiction:** Traveling Road Shows spend a lot of time getting from one audience to another. Whether the trip is tough or easy, long or short, the journey can be as amazing to watch as the show itself!
 - a. The team will theatrically depict a different method of travel between the first and second, and the second and third Pretend Audiences. The team will describe the two different methods of travel on the *Tournament Data Form*.
 - b. The team will earn points for Effective Theatrical Portrayal of each Travel Method. This includes how the team uses scenery, props, and/or acting methods to convey a sense of movement or transition as the Traveling Road Show journeys between Pretend Audiences.
4. **Technical Spectacle:** Traveling Road Shows often feature special effects to help tell stories and amaze audiences. The team will create a Technical Spectacle to enhance the Traveling Road Show for one of the Pretend Audiences.
 - a. The Technical Spectacle will use special effects that the audience can see and/or hear. This can be done by adding drama, illusions or entertainment. The team will earn points for Theatrical Effect of the Technical Spectacle.
 - b. Special effects are most effective when they fit smoothly into a presentation. The team will earn points for how well the Technical Spectacle is integrated into the Traveling Road Show for one of the Pretend Audiences.
 - c. The team will earn points for the Technical Innovation of the Technical Spectacle. Technical Innovation refers to a unique, original or creative way to accomplish a task using technical methods. On the *Tournament Data Form* the team must describe the operation of the Technical Spectacle and the **Technical Method(s)** which are involved. See the Special Definition of Technical Methods at left.
 - d. The team will earn points for Successful Completion of the Technical Spectacle. If the Technical Spectacle fails to function, the team could still earn points for its Technical Innovation.
 - e. The team may present the Technical Spectacle more than once, but will earn points for only the one presentation of the Technical Spectacle that is listed on the *Tournament Data Form*.
5. **Team Identification Sign:** The team should provide a free-standing Identification Sign (ID Sign) of approximately 2ft. x 3ft. (0.6m x 0.9m) displaying your team's Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be used as a scoring element. See "Team Identification Sign" section in *Rules of the Road* for further information.

B. SIDE TRIPS (60 POINTS)

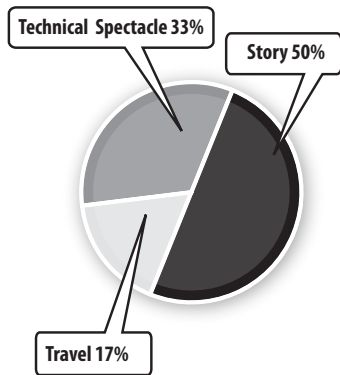
In addition to the above requirements, the team must present TWO creations, called *Side Trips*, that show off the team members' interests, skills, areas of strength and talents. Team members may create anything they wish for *Side Trips* including props, music, technical gadgets, costumes, physical actions, etc.

1. The team must present both *Side Trips* as part of the eight-minute Presentation, and each *Side Trip* should have a meaningful connection to the team's *Central Challenge* solution. Each *Side Trip* must be described briefly on the *Tournament Data Form* found at the end of this Challenge.
2. A *Side Trip* may not be a specific item that is required in the *Central Challenge* that is already being evaluated. A *Side Trip* MAY be a single unique PART of a required item, as long as it can be evaluated as a standalone item. Both *Side Trips* may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in the *Rules of the Road*.
3. Each *Side Trip* will be evaluated in three ways: for the Creativity and Originality of the *Side Trip*; for the Quality, Workmanship, and/or Effort that is evident; and for the Integration of the *Side Trip* into the Presentation. Evaluation of *Side Trips* is subjective.

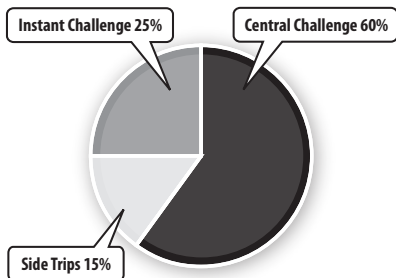
C. PRESENTATION SITE

1. **Floor Surface:** Destination ImagiNation strongly suggests that the Presentation Site be a large space with a hard floor such as wood, linoleum, concrete or very short-napped carpet. Teams should be prepared to deal with a variety of floor surfaces.
2. **Site Size:** The minimum required overall size of the Presentation Site is 8ft x 10ft (2.44m x 3.05m), but teams may use any additional space that Tournament officials designate as available. The 8ft x 10ft site will not be taped.
3. **Electrical Power:** NO AC electrical power is allowed in this Challenge.

Team Challenge Scoring at a Glance



Putting It All Together



D. REWARD POINTS

ELEMENT		POINTS	DETAIL
CENTRAL CHALLENGE		UP TO 240	
1.	STORY	UP TO 120	
	a. Pretend Audience #1		
	i. Clear and Effective Storytelling	Up to 20	A.2.b
	ii. Creativity of Storytelling Methods	Up to 20	A.2.c
	b. Pretend Audience #2		
	i. Clear and Effective Storytelling	Up to 20	A.2.b
	ii. Creativity of Storytelling Methods	Up to 20	A.2.c
	c. Pretend Audience #3		
	i. Clear and Effective Storytelling	Up to 20	A.2.b
	ii. Creativity of Storytelling Methods	Up to 20	A.2.c
2.	TRAVEL	UP TO 40	
	a. Effective Theatrical Portrayal of Travel Method #1	Up to 20	A.3.b
	b. Effective Theatrical Portrayal of Travel Method #2	Up to 20	A.3.b
3.	TECHNICAL SPECTACLE	UP TO 80	
	a. Theatrical Effect of Technical Spectacle	Up to 20	A.4.a
	b. Integration of Technical Spectacle into Traveling Road Show	Up to 20	A.4.b
	c. Technical Innovation of Technical Spectacle	Up to 30	A.4.c
	d. Successful Completion of Technical Spectacle	0 or 10	A.4.d

SIDE TRIPS		UP TO 60	
4.	SIDE TRIP	UP TO 30	
	a. Creativity and Originality	Up to 10	B.3
	b. Quality, Workmanship, or Effort that is evident	Up to 10	B.3
	c. Integration into the Presentation	Up to 10	B.3
5.	SIDE TRIP	UP TO 30	
	a. Creativity and Originality	Up to 10	B.3
	b. Quality, Workmanship, or Effort that is evident	Up to 10	B.3
	c. Integration into the Presentation	Up to 10	B.3

Tournament Data Form

Challenge C: Triple Take Road Show

Page 1 of 2

Team Name: _____ Team Number: _____ - _____

School/Organization: _____ Level: EL ML SL UL

Dear team and Team Manager(s): Help the Appraisers identify the required elements of your Challenge solution so they can award you all of the points you have earned. Please fill this form out completely and neatly. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

A: Paperwork

Required Paperwork: At the Tournament Presentation Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below. None of the forms listed below can be used as a scoring item.

Your team needs:

- ☐ Five copies of this completed two-page *Tournament Data Form*. Be sure to copy both pages of this form. This is PAGE ONE of the form. Page Two may be copied onto the back of this sheet.
- ☐ Two copies of the completed Declaration of Independence. Blank copies of this form can be found in the *Rules of the Road*. One copy of this form is for *Team Challenge*, the other copy of is for you to take to *Instant Challenge*.
- ☐ One copy of the completed *Expense Report*. This form can be found in the *Rules of the Road*. Be sure to bring copies of your receipts in case you are asked for them, but it is not necessary to attach them to the form.
- ☐ Team Identification Sign: This will tell the Appraisers and the audience who you are. It must list your Team Name, Team Number, School/Organization (if different from Team Name), and Level. It cannot be scored. See the *Rules of the Road* for more information.
- ☐ Published Clarifications: We have read and are aware of the *Published Clarifications* on www.IDODI.org.

B: Side Trips

Side Trip 1 : What is your *Side Trip*? _____

Please write a brief description of your *Side Trip*. Make sure that Appraisers know exactly what you want them to evaluate. What would you like them to know about the *Side Trip*?

Side Trip 2 : What is your *Side Trip*? _____

Please write a brief description of your *Side Trip*. Make sure that Appraisers know exactly what you want them to evaluate. What would you like them to know about the *Side Trip*?

Tournament Data Form

Challenge C: Triple Take Road Show

Page 2 of 2

Team Name: _____ Team Number: ____ _ - ____ _

School/Organization: _____ Level: EL ML SL UL

C: Challenge Information

1. Briefly describe the main points of the Story you are going to tell to the three Pretend Audiences.

2. List your three Pretend Audiences and Storytelling Method for each.

Pretend Audience

Storytelling Method

1. _____

1. _____

2. _____

2. _____

3. _____

3. _____

3. Describe the two Travel Methods to be depicted.

1. _____

2. _____

4. Describe the Technical Spectacle and the Theatrical Effect you intend to present.

5. If the Technical Spectacle will be used more than once, indicate which use of the Technical Spectacle you would like appraised.

6. Describe the operation of the Technical Spectacle and the Technical Method(s) used.